

### **Amendments To The Specification:**

On Page 11, please replace the third full paragraph by removing the underlining as follows:

~~Figure 7B depicts a block diagram of the betting provider architecture in the second sample embodiment. One important difference between the first and second sample embodiments of the betting provider is the manner in which the architecture obtains betting information. In the second sample embodiment, the betting provider actively obtains the betting information, such as results from sport events, betting rates, validity date of bets, teams, status or any betting related activity, from the Internet. The betting provider acquires the betting information from a reliable or authentic web site or authentic databases through the Internet. It is not required that the betting information is specially entered into the system by for example, betting controller 704.~~

Figure 7B depicts a block diagram of the betting provider architecture in the second sample embodiment. One important difference between the first and second sample embodiments of the betting provider is the manner in which the architecture obtains betting information. In the second sample embodiment, the betting provider actively obtains the betting information, such as results from sport events, betting rates, validity date of bets, teams, status or any betting related activity, from the Internet. The betting provider acquires the betting information from a reliable or authentic web site or authentic databases through the Internet. It is not required that the betting information is specially entered into the system by for example, betting controller 704.

Page 12, please replace the second full paragraph and also the last paragraph on page 12 spanning over to page 13 to remove the underlining as follows:

Unlike betting provider server ~~108~~ in the first embodiment, betting provider ~~150~~ in the second sample embodiment does not use betting content (such as questions to the better) and the odds of the particular bets created by a betting controller ~~704~~ located on the betting provider side of firewall ~~106~~. Instead, it carries out the process shown in Fig. ~~7E~~. First, server ~~151~~ selects the address(es) of web site(s) containing desired information (**Step 751**) and finds the predetermined information on the web site(s) (**Step 752**). It takes data, primarily betting content and odds, from page(s) on separate web servers ~~130~~ and ~~140~~ via Internet ~~116~~ and firewall ~~106~~ (**Step 753**). The data content on web servers ~~130~~ and ~~140~~ can be maintained and organized in any manner. In particular, web servers ~~130~~ and ~~140~~ may be managed either with or without particular regard to the accessing of data thereon by betting provider ~~150~~. The data content can be separated between web servers ~~130~~ and ~~140~~ in any manner. For example, betting information and odds, such as for various sport matches, may be on one server while the results of the matches may be on another server. Alternatively, the system can process the betting information on a server obtained in order to create betting rates based on calculations and statistical models of the event and its probabilities. Exemplary content for web servers ~~130~~ and ~~140~~ is shown in **Figs. 7C** and **7D**, respectively. Although two web servers are shown in the sample embodiment shown in **Fig. 7B**, the betting provider may collect betting information from any number and variety of systems connected to Internet ~~116~~.

~~Server 151 runs software which collects the betting information from web servers 130 and 140 and stores it in a predetermined format (Step 754). The system can actively and independently update and bring into effect (put in force) the online information. Exemplary elements of the process are illustrated in Fig. 7F. Link software 154 preferably works with a timetable, which instructs it when to get information and make automatic updates to the first level database 153-10 (Step 755).~~

Unlike betting provider server 108 in the first embodiment, betting provider 150 in the second sample embodiment does not use betting content (such as questions to the bettor) and the odds of the particular bets created by a betting controller 704 located on the betting provider side of firewall 106. Instead, it carries out the process shown in Fig. 7E. First, server 151 selects the address(es) of web site(s) containing desired information (Step 751) and finds the predetermined information on the web site(s) (Step 752). It takes data, primarily betting content and odds, from page(s) on separate web servers 130 and 140 via Internet 116 and firewall 106 (Step 753). The data content on web servers 130 and 140 can be maintained and organized in any manner. In particular, web servers 130 and 140 may be managed either with or without particular regard to the accessing of data thereon by betting provider 150. The data content can be separated between web servers 130 and 140 in any manner. For example, betting information and odds, such as for various sport matches, may be on one server while the results of the matches may be on another server. Alternatively, the system can process the betting information on a server obtained in order to create betting rates based on calculations and statistical models of the event and its probabilities. Exemplary content for web servers 130 and 140 is shown in Figs. 7C and 7D, respectively.

Although two web servers are shown in the sample embodiment shown in **Fig. 7B**, the betting provider may collect betting information from any number and variety of systems connected to Internet **116**.

Server **151** runs software which collects the betting information from web servers **130** and **140** and stores it in a predetermined format (**Step 754**). The system can actively and independently update and bring into effect (put in force) the online information. Exemplary elements of the process are illustrated in **Fig. 7F**. Link software **154** preferably works with a timetable, which instructs it when to get information and make automatic updates to the first level database **153-10** (**Step 755**).

Page 14, please replace the second, third and the last paragraph spanning over to page 15 to remove the underlining as follows:

~~Alternatively, betting provider 150 may also create data stored in the personalization database by monitoring the user's navigation through the browser and the betting selections. As the user makes a request, such as by clicking on an object, the server 151 registers the subject of the request and responds with an appropriate page based on the request. The system can create the profile by analyzing and processing this historical information. Using the resulting history based profile, the betting provider 150 displays the bets which best match the user's interests. Also, other already existing personalizing information can be used as an extra source to determine the user profiles.~~

~~When a user wants to make a bet and user has already made bets before, the system may already be aware of the type of bets the user likes to do or is likely to do. These bets can be, for example, on a particular subject, such as football, hockey, etc. and what specific~~

~~team or teams of interest to the user, or if the user is more likely to bet on the home team than the visitor team.~~

~~The system preferably creates the profile in the personalization database for every user it identifies and actively updates the personalization information according to the user's actions. The identification can be according to user identity and a corresponding password. Alternatively, if a user uses a device that requires a PIN (Personal Identification Number) and has some kind of SIM (Subscriber Identification Module) or equivalent, the system can easily identify the person using the device. The password to the betting system may be unnecessary because the system can identify the user according to the predetermined identification information (i.e., PIN & SIM information).~~

Alternatively, betting provider 150 may also create data stored in the personalization database by monitoring the user's navigation through the browser and the betting selections. As the user makes a request, such as by clicking on an object, the server 151 registers the subject of the request and responds with an appropriate page based on the request. The system can create the profile by analyzing and processing this historical information. Using the resulting history-based profile, the betting provider 150 displays the bets which best match the user's interests. Also, other already existing personalizing information can be used as an extra source to determine the user profiles.

When a user wants to make a bet and user has already made bets before, the system may already be aware of the type of bets the user likes to do or is likely to do. These bets can be, for example, on a particular subject, such as football, hockey, etc. and what specific team or teams of interest to the user, or if the user is more likely to bet on the home team

than the visitor team.

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